

Crafters Guild

Crafters Guild (Guild)

Background: The Crafters Guild is one of the most prestigious in the land. They profess to have no ulterior motives and seek to be the best at their various crafts. The guild became official in name only 100 years ago but they have been around in various forms for over 1,000 years. They are head quartered in the city of Forrestal, in the country of Pelen. Their leader s a dwarf named Tharadar.

This is the go to group to have items crafted for the enchanting of powerful magic items.

They take an active part in the Bardic Festival every 4 years. They have competitions for various types of work. Each type of work has 3 categories: Artistic, Innovative and Useful.

Characteristics: Those in the guild pride themselves on their work. There are some politics especially when the festival is near. Otherwise they are hard at work.

Membership Requirements

To join the crafter's guild you must be sponsored by an active member. The cost to join is 50 gc and 1 month of training or a 5 year apprenticeship. You must also meet the following criteria.

13+ Wisdom

15+ Craft skill, Specialized in Employment

Crafter's Requirements and Benefits

| Path Rank | Training | CP | Requirement | Benefit |
|-----------|----------|----|--------------|---------------------------|
| 1 | 1 Month | | As Above | Craft Skill Enhancement 1 |
| 2 | 1 Month | 4 | 20+ in Craft | Craft Skill Enhancement 2 |
| 3 | 1 Months | 6 | 30+ in Craft | Craft Skill Enhancement 3 |
| 4 | 2 Months | 8 | 50+ in Craft | Crafter's Ritual |

While training you receive a Stipend only enough for room and board. All other profits go to the trainer for the cost of your training and materials.

Craft Skill Enhancement 1: You increase the maximum number of skill points allowed in your Employment (Craft) Skill from 2x to 4x. Although this raises your Employment cap, it does not apply to profession or performer.

Craft Skill Enhancement 2: You increase the maximum number of skill points allowed in your Employment (Craft) Skill from 4x to 6x. Although this raises your Employment cap, it does not apply to profession or performer.

Craft Skill Enhancement 3: You increase the maximum number of skill points allowed in your Employment (Craft) Skill from 6x to 8x. Although this raises your Employment cap, it does not apply to profession or performer.

| The Crafter's Ritual | | | |
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| Organizations | Church of Scyndar, Cult of Dural, Crafter's Guild | | |
| Requirement | Faith (Ritual) SC 25, Employment 10+, Divine Agent (Dural or Scyndar) | | |
| Activation Time: | 1 Day | Cost | 1,000 |
| Duration | One Project | | |
| Effect: The ritual doubles any craft checks you make on <u>one</u> project. You must name the project during the ritual. A project is the creation of a single final product. | | | |